

Figure 1

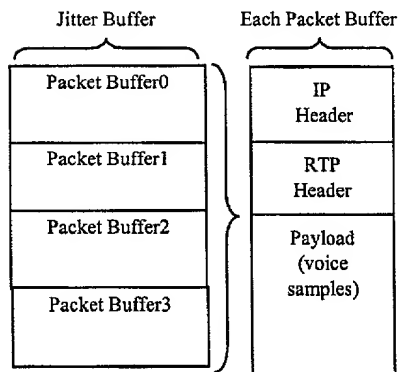


Figure 2

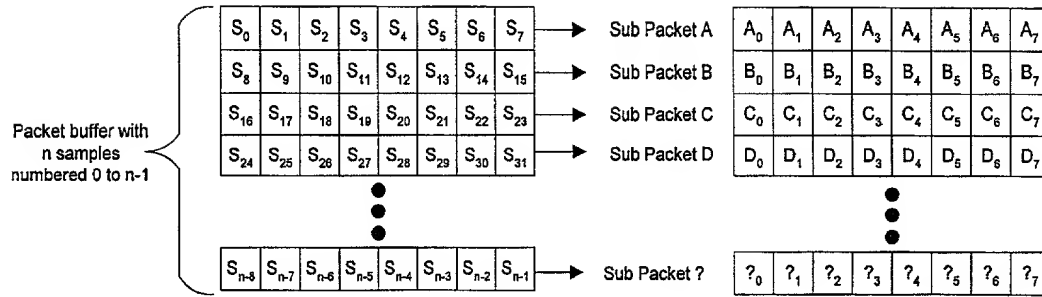


Figure 3

Portion of jitter buffer prior to compensation

Sub Packet A	A ₀	A ₁	A ₂	A ₃	A ₄	A ₅	A ₆	A ₇
Sub Packet B	B ₀	B ₁	B ₂	B ₃	B ₄	B ₅	B ₆	B ₇
Sub Packet C	C ₀	C ₁	C ₂	C ₃	C ₄	C ₅	C ₆	C ₇
Sub Packet D	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇
Sub Packet E	E ₀	E ₁	E ₂	E ₃	E ₄	E ₅	E ₆	E ₇
Sub Packet F	F ₀	F ₁	F ₂	F ₃	F ₄	F ₅	F ₆	F ₇

Uncompensated playout order would be:
 { A₀, A₁, ..., A₇, B₀, B₁, ..., B₇, C₀, C₁, ..., C₇,
 D₀, D₁, ... etc. }

Playout after compensation

Inserted Sub Packet	A ₀	A ₁	A ₂	A ₃	A ₄	A ₅	A ₆	A ₇
	AB ₀	AB ₁	AB ₂	AB ₃	AB ₄	AB ₅	AB ₆	AB ₇
	B ₀	B ₁	B ₂	B ₃	B ₄	B ₅	B ₆	B ₇
	C ₀	C ₁	C ₂	C ₃	C ₄	C ₅	C ₆	C ₇
Inserted Sub Packet	CD ₀	CD ₁	CD ₂	CD ₃	CD ₄	CD ₅	CD ₆	CD ₇
	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇
	E ₀	E ₁	E ₂	E ₃	E ₄	E ₅	E ₆	E ₇
Inserted Sub Packet	EF ₀	EF ₁	EF ₂	EF ₃	EF ₄	EF ₅	EF ₆	EF ₇
	F ₀	F ₁	F ₂	F ₃	F ₄	F ₅	F ₆	F ₇

Compensated playout order would be:
 { A₀, A₁, ..., A₇, AB₀, AB₁, ..., AB₇, B₀, B₁, ...,
 B₇, C₀, C₁, ..., C₇, CD₀, CD₁, ..., CD₇, D₀,
 D₁, ... etc. }

Where,

$$AB_0 = (A_0 + 3B_0) / 4,$$

$$AB_1 = (2A_1 + 2B_1) / 4,$$

$$AB_2 = (3A_2 + B_2) / 4,$$

$$AB_3 \dots AB_7 = A_3 \dots A_7$$

Or the general case,

$$PN_0 = (P_0 + 3N_0) / 4,$$

$$PN_1 = (2P_1 + 2N_1) / 4,$$

$$PN_2 = (3P_2 + N_2) / 4,$$

$$PN_3 \dots PN_7 = P_3 \dots P_7,$$

P = Present sub packet sample

N = Next sub packet sample

Figure 4